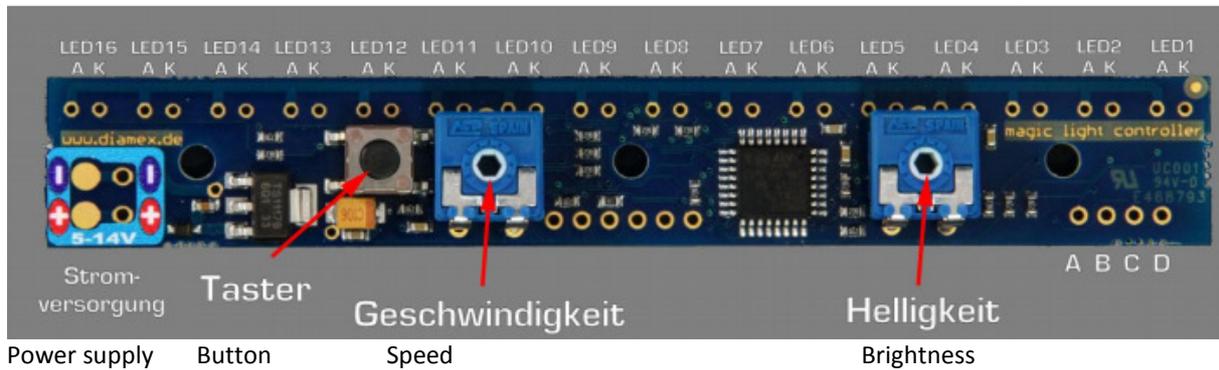


DIAMEX 16-channel running light

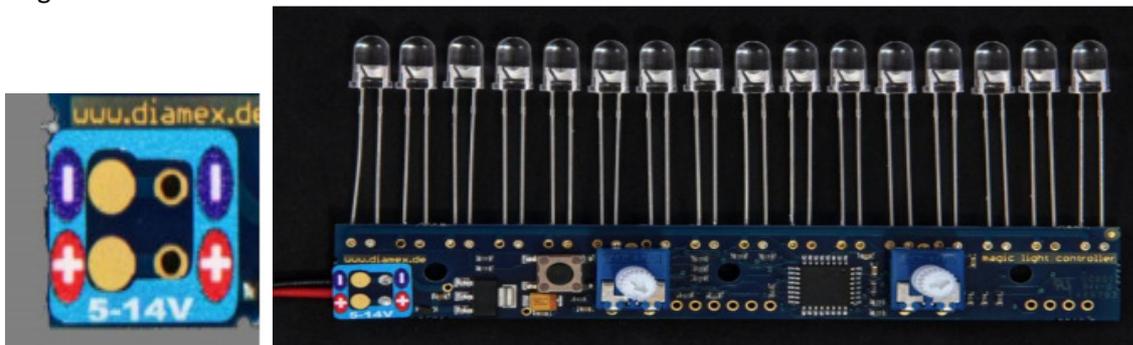


TECHNICAL SPECIFICATIONS

- 16 LEDs can be directly connected
- Setting the desired effect using the buttons
- One-shot function with release via button or contact
- Connection option for external buttons or contacts (for example relay)
- Change of direction of the directional light via contact on the board
- Adjustment of brightness and speed via potentiometers
- Microcontroller control
- Power supply 5 - 14V

POWER SUPPLY

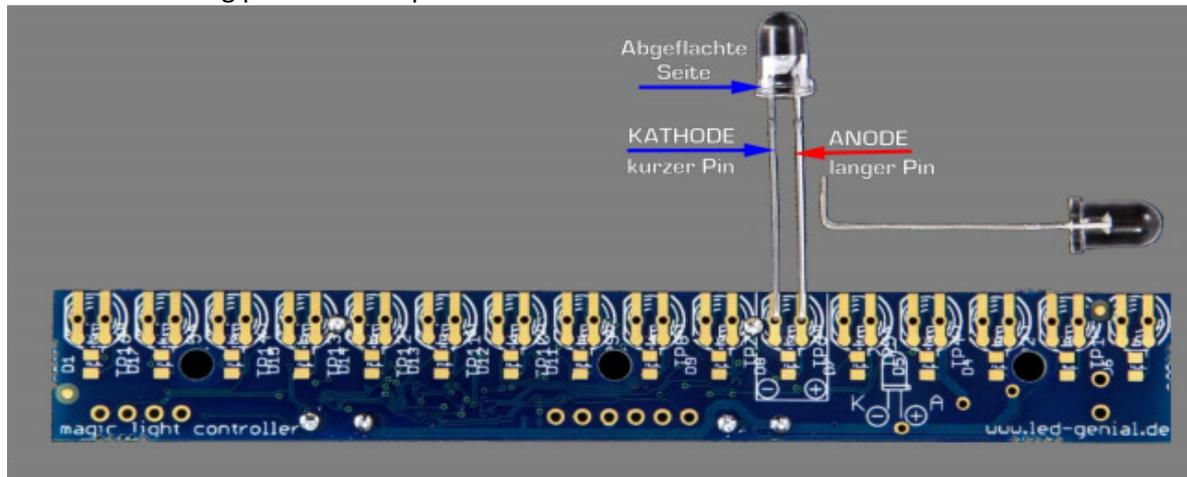
A DC voltage between 5 and 14 volts must be connected to the power supply pins. Due to the built-in protection diode, polarity reversal of the voltage does not cause any damage. The current consumption of the LED-Blinker is approx. 30..300mA and depends on the installed LEDs, on the set brightness and on the number of illuminated LEDs



LED-SOLDERING

When soldering light-emitting diodes onto the board, be sure to have the correct polarity.

- Flattened side = short pin = cathode = minus,
- Round side = long pin = anode = plus.



OPERATION

Set the speed of the ripple effects and the brightness of the LEDs with the two potentiometers on the board.

Note: The effect stops in the minimum position of the speed controller.

Attention: If the set effect does not start, the controller may be at the left stop

The button is used to program the type of effects and to trigger the one-shot effects.

- Changing the effect type:
- Press the button for approx. 2 seconds
- An LED is now flashing
- The position of the flashing LED indicates the adjusted runtime effect
- A slow flash will produce an infinite effect
- A fast flash will produce a one-shot effect

Press the button briefly to change the position of the flashing LED. A total of 32 positions are possible:

- 16 positions with slow flashing LED (continuous effect)
- 16 positions with fast flashing LED (one-shot effect)

When the desired effect is selected, wait 3 seconds for the LED to stop flashing and the effect starts.

ENDLESS EFFECT ONE SHOT EFFECT

With the endless effect, the running light is as long as the voltage is applied.

In the case of the one-shot effect, the set runtime effect is triggered once by several possibilities:

- By applying the power supply
- Short press on the button
- By signal on the external pins

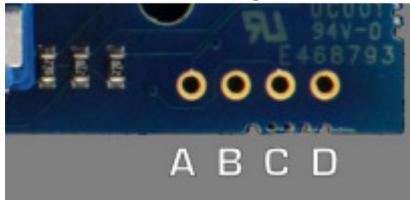
EXTERNAL CONNECTIONS

External connections can trigger one-shot effects or the direction of rotation to be changed. All external connections react only to ground level, connect the desired pin with a mass signal (pin D) to activate the function. Do not apply voltage to the pins.

Connect C + D: trigger the one-shot effect as with the button

Connect B + D: trigger the one-shot effect in the reverse direction (not for all effects)

Connect A + D: change the direction of the infinite effect (not for all effects)



NOTES

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Link

LED-Genial Online-Shop

<http://www.led-genial.de>

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